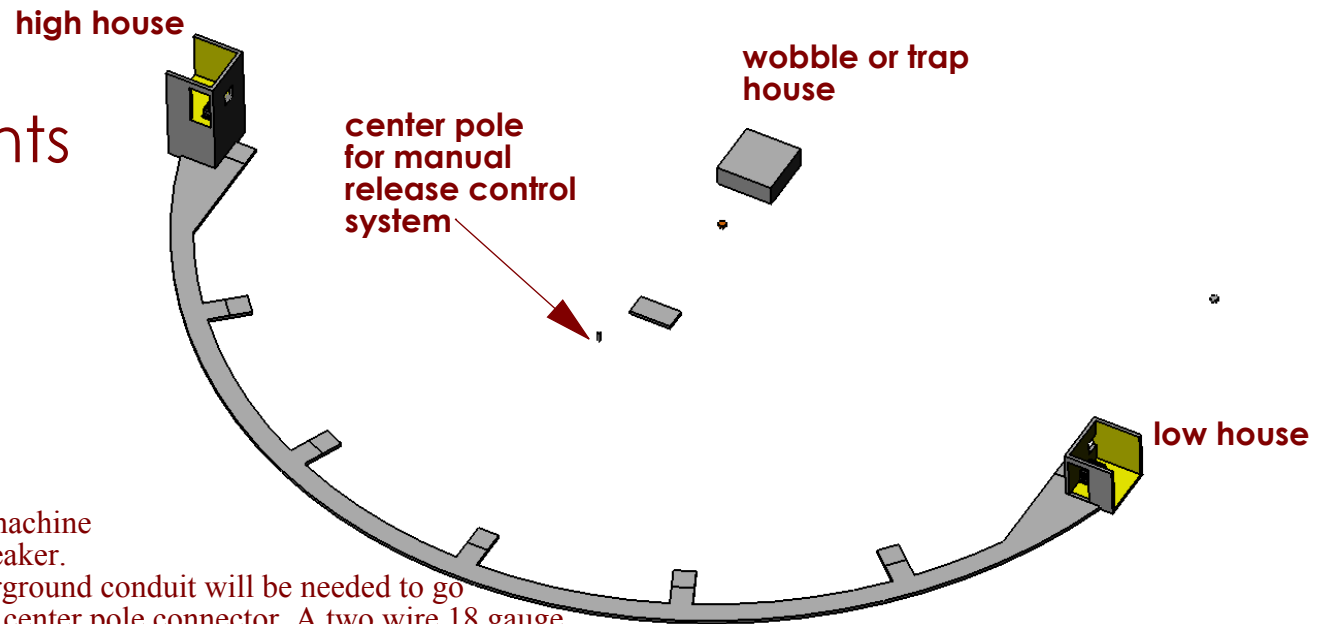


# Skeet and Trap wiring requirements



## High House

Power for high house...to power the skeet machine  
120 AC plug in receptacle, 15 to 20 amp breaker.

Controller...for the release controls a underground conduit will be needed to go from High house to the center pole connector. A two wire 18 gauge cable is sufficient. A four wire 18 gauge cable (only two wires will be used with current set up) is preferred as it makes it more flexible for future add-ons.

## Low House

Power for low house...to power the skeet machine  
120 AC plug in receptacle, 15 to 20 amp breaker.

Controller...for the release controls a underground conduit will be needed to go from Low house to the center pole connector. A four wire 18 gauge cable (only two wires will be used with current set up)is preferred as it makes it more flexible for future add-ons.

## Wobble House

Power for wobble house...to power the trap machine  
120 AC plug in receptacle, 15 to 20 amp breaker.

Controller...for the release controls a underground conduit will be needed to go from Wobble house to the center pole connector. A four wire 18 gauge cable (only two wires will be used with current set up)is preferred as it makes it more flexible for future add-ons.

## Center Pole *(This is our control center for manual release equipment)*

This is a pole placed about 8 foot behind station 8, four to five feet left of center.

It needs to have 3 female receptacles.

A 120 AC standard female plug ( for the purpose of a power supply to future controller offering different games.....)

A 3 prong locking female connector (15 AMP style is sufficient) This will be hooked to the wires coming from the high and low skeet houses.

A 3 prong locking female connector (15 AMP style is sufficient) This will be hooked to the wires coming wobble house.